

Senate Engrossed House Bill

FILED

**JANICE K. BREWER
SECRETARY OF STATE**

State of Arizona
House of Representatives
Forty-sixth Legislature
Second Regular Session
2004

CHAPTER 116

HOUSE BILL 2196

AN ACT

AMENDING SECTION 32-1925, ARIZONA REVISED STATUTES; RELATING TO THE BOARD OF
PHARMACY.

(TEXT OF BILL BEGINS ON NEXT PAGE)

1 Be it enacted by the Legislature of the State of Arizona:

2 Section 1. Section 32-1925, Arizona Revised Statutes, is amended to
3 read:

4 32-1925. Renewal of license of pharmacists, interns and
5 pharmacy technicians; fees; expiration dates;
6 penalty for failure to renew; continuing education

7 A. Except for interns and pharmacy technician trainees, the board
8 shall assign all persons licensed under this chapter to one of two license
9 renewal groups. A holder of a license certificate ending in an even number
10 shall renew it biennially on or before November 1 of the even numbered year,
11 two years from the last renewal date. A holder of a license certificate
12 ending in an odd number shall renew it biennially on or before November 1 of
13 the odd numbered year, two years from the last renewal date. Failure to
14 renew and pay all required fees on or before November 1 of the year in which
15 the renewal is due suspends the license. The board shall vacate a suspension
16 when the licensee pays all past due fees and penalties. Penalties shall not
17 exceed three hundred fifty dollars. The board may waive collection of a fee
18 or penalty due after suspension under conditions established by a majority
19 of the board.

20 B. The board shall prorate the fee for a new license for the remaining
21 full calendar months of the respective group to which the licensee is
22 assigned.

23 C. A person shall not apply for license renewal more than sixty days
24 before the expiration date of the license.

25 D. A person who is licensed as a pharmacist or a pharmacy technician
26 and who has not renewed the license for five consecutive years shall furnish
27 to the board satisfactory proof of fitness to be licensed as a pharmacist or
28 a pharmacy technician, in addition to the payment of all past due fees and
29 penalties before being reinstated.

30 E. Biennial renewal fees for licensure shall be not more than:

- 31 1. For a pharmacist, two hundred fifty dollars.
32 2. For a pharmacy technician, one hundred dollars.
33 3. FOR A duplicate renewal license, twenty-five dollars.

34 F. Fees that are designated to be not more than a maximum amount shall
35 be set by the board for the following two fiscal years beginning November 1.
36 The board shall establish fees approximately proportionate to the maximum fee
37 allowed to cover the board's anticipated expenditures for the following two
38 fiscal years. Variation in a fee is not effective except at the expiration
39 date of a license.

40 G. The board shall not renew a license for a pharmacist unless the
41 pharmacist has complied with the mandatory continuing professional pharmacy
42 education requirements of sections 32-1936 and 32-1937.

43 H. The board shall prescribe intern licensure renewal fees that do not
44 exceed seventy-five dollars. The license of an intern who does not receive
45 specific board approval to renew the intern license or who receives board

1 approval to renew but who does not renew and pay all required fees before the
2 license expiration date is suspended after the license expiration date. The
3 board shall vacate a suspension if the licensee pays all past due fees and
4 penalties. Penalties shall not exceed three hundred fifty dollars. The
5 board may waive collection of a fee or penalty due after suspension under
6 conditions established by the board.

7 I. The board shall not renew a license for a pharmacy technician or
8 ~~pharmacy technician trainee~~ unless that person has a current board approved
9 license AND HAS COMPLIED WITH BOARD APPROVED MANDATORY CONTINUING
10 PROFESSIONAL EDUCATION REQUIREMENTS.

APPROVED BY THE GOVERNOR APRIL 19, 2004.

FILED IN THE OFFICE OF THE SECRETARY OF STATE APRIL 19, 2004.